

THE AMERICAN GO JOURNAL

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American GO Association

P.O. Box 397 Old Chelsea Station New York, N.Y. 10011



VOLUME 15, NUMBER 5/6

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TOURNAMENTS ARE

SPRINGING UP

ALL OVER

MANHATTAN GO CLUB SPRING TOURNAMENT
28/29 MARCH

SAN FRANCISCO GO CLUB QUARTERLY
11/12 APRIL

SEATTLE CHERRY BLOSSOM GO TOURNAMENT
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Passing The Torch
by Terry Benson

Here it is, finally: the last AGJ issue for 1980. It is also my last issue as editor and the last issue to be produced entirely by the editorial group in New York which has carried the Journal since its reincarnation in 1974. We are sorry this Journal is late and hope that future issues will be more timely.

As many of you may know, Ken Kohnen of Berkeley has offered to take over as Editor of the Journal and also agreed to produce the new American Go Newsletter. We in New York will continue to produce material, and other Go areas have also offered to help. Hopefully this is the start of a strong collective effort to raise the quality and reliability of the Journal and to advance the Association and Go in the United States.

The Journal began in 1948 and continued with pauses until 1961 when the Go Review began to be published as the membership magazine of the AGA. When Go Review changed from a monthly to a quarterly in 1973, the need for an American Go magazine became apparent. John Stephenson revived the Journal and energized the Association with the help of Matthias Thim (distribution), Masao Takabe (advertising), Tako Onishi (translation), and some early articles by Milton Bradley. Bob Rusher shortly volunteered to do the diagrams and Art O'Leary set up the rating system. John turned out two years of Journals singlehanded and always on time. I was drawn into the Editorship in 1976 while John remained as General Editor to oversee the transition. Timeliness has not been a characteristic of my tenure. In my defense I can only say that the full number of Journal pages always got out eventually - considering the work involved it sometimes seems a wonder that it got out at all.

I date the present transition to a team Journal from 1977 and the appearance of Don Wiener in New York. He "thought the editor needed help." I certainly did! (What editor wouldn't be overjoyed at a responsible, 3 dan player and 60 wpm typist!) That same year Dave Relson took over the complex membership records and Bruce Wilcox started producing his "Instant Go" series. Dave and Bruce guest edited AGJ 12:5/6. Bill Spight (New Mexico) produced a number of articles. In 1978 Barbara Calhoun, Vinnie Falci, Roy Laird, and Chaim Frenkel joined the staff. In 1979 Bob Myers (Boston) closed the Massachusetts Go Journal and made its material and his services as translator available to the AGJ. In the same year Dennis Waggoner (of Seattle and the West Coast Go Newsletter) provided a superb, typeset, camera ready article. This last year has seen the addition of articles by Roy Laird and Don Wiener and of games translated by Bob Terry of Los Angeles.

For the new AGJ we hope to have contributors from around the country both old and new and to tap the resources of the local magazines and clubs for material. The AGJ and AGA are strange entities; 90% of the work is done by 5 or 6 players, but none of it would be possible without the support of the hundreds of members and the help of that last 10%. Ken Kohnen will need you for news stories, tournament grids, articles, letters, reports, encouragement. He should be written to directly at:

Ken Kohnen
5240 Shafter
Oakland, CA 94618

Telephone #: (415) 654-8173

I will be "kicked upstairs" to General Editor, but as AGA President I will have plenty to keep me busy including several projects which have been on the shelf for years.

With a new infusion of energy and a broadened base of support, the

Journal will continue and grow. Please support us with your subscription dollars, urge others to join, solicit advertisers, find outlets for the Journal, send articles, report news, submit pictures, hold tournaments, and encourage your club to make support of the Journal and the AGA an established part of club dues.

The AGA is no powerful creature capable of magically promoting Go throughout the nation. It is only the sum total of hundreds of hours of volunteer effort by those who promote Go at the national level and by those who promote it at the regional and local level as part of the nation as a whole. A membership contribution of \$12 including a Journal subscription or \$4 without is little to ask to help those of us who devote much of our spare time to help the game. The AGA will be powerful when every regular player in the country supports it. If you support the AGA then the AGA is YOU.

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Terry Benson (76-80)

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The masthead above includes all those who received written credit for helping in the production of the AGJ during the last seven years. Many other individuals submitted reports, photographs, articles, graphics, or aided in some other way without recognition. To all of you from the Go players of the U.S.: "Thank You!"

American GO Association

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- 18-19: CHERRY BLOSSOM GO TOURNAMENT (Seattle). Contact: Philippe Varda 4022 Linden Ave. N. Tel.# (206) 632-8451
- 11-12 April: SAN FRANCISCO QUARTERLY TOURNAMENT. Details below.
- 19 April: MASSACHUSETTS OPEN. 10am. Mass Go Assn Clubhouse, 94 School St (Central Sq. Cambridge). Dan - \$7, Kyu - \$5. AGA membership required. Contact: Skip Ascheim, 111 Chestnut St, Cambridge, Mass (617) 491-2474.
- 16-17 May: THIRD QUEBEC OPEN. Details below.
- 24 May: 8th ANNUAL MARYLAND OPEN. Straight knockout, eight-player sections. Johns Hopkins U., Baltimore, Md. Contact: Jim Pickett (301) 377-2353.
- 30 May: ANN ARBOR SPRING TOURNAMENT. Contact: Dave Nelson (313) 995-3636
- 21 June: NEW YORK STATE OPEN. Manhattan Go Club, 10 E 52nd St., N.Y.
- 25 July-8 Aug: 25th EUROPEAN GO CONGRESS, Linz, Austria. Details below.
- 5-6 Sept: 1981 UNITED STATES CHAMPIONSHIPS. Eastern site: Hotel Lexington, New York City. Contact: Terry Benson (212) 724-9302. Western Site: San Francisco, Cal. Contact: Paul Goodman (415) 566-3981.
- 27 Sept: MANHATTAN GO CLUB CHAMPIONSHIPS. Date tentative. See details for Spring Tournament above.
- 15 Nov: MANHATTAN GO CLUB FALL TOURNAMENT.

SAN FRANCISCO QUARTERLY TOURNAMENT

The latest of a long series of quarterly tournaments will be held April 11 and 12 at the San Francisco Go Club, 1881 Bush St. Although SFGC is the oldest continuously operating Go Club in the U.S., the interesting design of their tournament shows that they are far from set in their ways. Each entrant plays 7 games over the 2 days with opponents selected by the Tournament Director, but there are no fixed times for starting rounds. Winners score 90 points, losers 30, and each scores 60 for a jigo. Extra credit for "large wins" (more than 15 points) may be given by the Director to break ties. The entry fee is \$5 for members, \$7 for non-members. There will be 6 prizes - 3 in the dan section, 3 in the kyu section. Contact: Paul Goodman (415) 566-3981.

THIRD QUEBEC OPEN

The Third Quebec Open will be held May 16 and 17 in Montreal. The tournament will be a 6-round McMahon. Dan level players: \$15, Kyu players: \$10. Register before May 11 if possible. There will be a limited amount of housing available for out-of-town players, as well as hotel information. Contact: Tibor Bogner, 8982 St. Hubert, Montreal, Canada H2M 1Y6. (514) 387-1646.



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25th EUROPEAN GO CONGRESS
25 July to 14 August

MAIN TOURNAMENT: Open to all players. This will be held in 10 rounds (McMahon system) on 26,27,28,29 and 31 July and 3,4,5,6, and 7 August, 1981. Play starts at 09.00 each day. Each player has 2 hours time with 30 seconds byo-yomi. Komi is 5 points. When registering, please specify domicile as well as nationality.

WEEKEND TOURNAMENT: Held in 5 rounds (McMahon system) on 1 August (09.00, 14.00, 19.00) and 2 August (09.00, 14.00). Registration closes on 31 July at 20.00

EUROPEAN CHAMPIONSHIP: The participants must be of European nationality and at least 4-dan. Each player has 3 hours time with 1 minute byo-yomi. Komi is 5.5 points. The Championship will be held as a Swiss tournament in 9 rounds.

LIGHTNING TOURNAMENT: Held on 3 separate dates in groups of 6. 10 minutes per player, no byo-yomi. Up to 9 stones, komi 5. White wins a jigo.

13 X 13 EUROPEAN CHAMPIONSHIP: McMahon system, open to all. Two rounds each will be played on 3,4,6 and 7 August at 19.00 and 20.30. Playing time is 30 minutes, with 30 seconds byo-yomi. Komi is 3.5 points. Registration closes at 15.00 on 3 August.

HANDICAP TOURNAMENT WITH UNRESTRICTED CHOICE OF OPPONENTS (GO MARATHON):

Each player finds his/her own opponents. The winners are:

- a) the player with the highest winning percentage (at least 8 games)
- b) the player with the largest number of games played, and a winning percentage of at least 60%.

Playing time 1 hour; up to 9 handicap stones, komi 5.5 points.

COMPUTER GO COMPETITION: A competition will be held provided there are 2 or more entrants. Contact the organizers IMMEDIATELY if you or someone you know is interested in participating.

CONTACT ADDRESS: Anton Steininger, Wienerstrasse 69, A-4010 Linz, Austria.

CANADIAN CHAMPIONSHIP
by Terry Benson

The city of Montreal in La Belle Province, Quebec, was the site of the 1980 Canadian Championship last October 10,11,12. 60 players from around Canada and the United States gathered for the two day, 6 round, McMahon style tournament. Quebec Go Association President Donald Fontin, Tournament Directors Tibor Bognar and Jean-Luc Reiher and the other Quebec players were excellent hosts for the smoothly run event. The continuing solid organizational health of the QGA is a good sign for Go in Canada.

The Championship section produced some surprising results. Perennial Canadian Champion Se-ju Lee was defeated 3 times. A Japanese 5 dan beat all the opposition. Second place went to the AGA's Bruce Wilcox, 5 dan of Boston. Bruce's "Instant Go" style (30 minutes of clock time per game) cut down four Canadian 6 dans and Quebec favorite Louis Leroux, 5 dan. Only the winner, Ichiro Tominaga, held Bruce down.

The Canadian Citizen Champion was Dr. K. Shimizu of Vancouver, B.C. He will be the Canadian representative on the North American



D Fontin I Tominaga T Bognar
Mrs. Sal Williams



A general view of the Tournament



Canadian Open Champion: I Tominaga
Photos by Tibor Bognar

Team to the '81 World Amateur Championships. Dr. Shimizu is a long time Western organizer who wanted to demonstrate his playing power as well and did.

Bruce was not the only American with a good result. Terry Benson, AGA President, and Yas Nankawa, 3 dan of New York, both made Honorable Mention with 4-2 records. The American group as a whole scored an excellent 57% (17-13). An analysis of the ratings of the AGA players and their Canadian opponents indicates at least a half stone difference between the AGA and Canadian systems; an observation also made by one Canadian organizer. The discrepancy is particularly visible at the top of the system:

six Canadians entered the tournament as 6 dan. There are only five rated 6 dans in the entire U.S., all of whom have won an Eastern, Western, or U.S. Championship. Only one Canadian 6 dan has played in a U.S. tournament (the 1978 Championships). He was defeated by two U.S. 6 dans and by a 5 dan for a 3-3 record.

The tournament had a large number of prizes because of generous donations from Mr. Takebayashi of Kumano Nachiguro of Tokyo, Mr. Yas Nankawa of Prime Line Tools of New York, and Mrs. Sal Williams of Toronto. Sal donated the beautiful first place trophy cup.

Side lights of the event were an excellent Vietnamese dinner on Sunday and fun and games with our Canadian hosts. The latter included a D & D type game "Death Maze", casual Go and Go derived games late into each night, and a score of B-1 Bomber missions on one host's TRS-80. A Lightning Tournament was held on Monday. Tominaga strengthened his claim to the Canadian title with 8 straight wins.

The Canadian Go Association held its annual organizers meeting. Chuck Elliot of Alberta will continue doing his solid and steady job as CGA President although he is discouraged by the difficulty of maintaining memberships. Dr. Shimizu was elected Vice-President, making him one of the strongest players elected to office in a Go Association outside the Orient. Dues were raised to \$10 despite concern for the effect on membership.

Most important next year's Canadian Championship site was chosen: Vancouver, B.C. The date will be Canada's Thanksgiving Weekend in mid-October. Details will be published in the AGJ as available. In any case 1981 promises to be a banner year for western North American Go.

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#	PLAYER	RANK	1	2	3	4	5	6	#	PLAYER	RANK	1	2	3	4	5	6
1	S J Lee	6d	7	9	12	10	6	8	31	D Coyle	1k	34	32	26	17	30	37
2	Y B Kim	6d	8	11	6	9	13	3	32	S Malo	1k	29	31	35	37	28	25
3	B Kim	6d	10	12	5	11	14	2	33	J Fontaine	1k	30	29	37	41	40	35
4	K Shimizu	6d	9	7	8	14	12	5	34	F Cartier	1k	31	30	21	35	37	39
5	M Shin	6d	11	8	3	6	7	4	35	J-L Reiher	2k	36	38	32	34	21	33
6	Y Chang	6d	12	10	2	5	1	11	36	K Q Cao	2k	35	37	40	39	41	44
7	I Tominaga	5d	1	4	10	8	5	9	37	Y T Kim	3k	39	36	33	32	34	31
8	B Wilcox	5d	2	5	4	7	11	1	38	S Williams	3k	40	35	41	43	44	45
9	B Amos	5d	4	1	14	2	10	7	39	P C Chang	3k	37	40	42	36	43	34
10	O Yokota	5d	3	6	7	1	9	12	40	G Beck	3k	38	39	36	45	33	41
11	L Leroux	5d	5	2	13	3	8	6	41	D House	4k	43	44	38	33	36	40
12	R Ryder	5d	6	3	1	15	4	10	42	B Moreau	4k	44	43	39	48	45	-
13	Y Tsuchiya	3d	17	16	11	22	2	14	43	W Kralka	4k	41	42	44	38	39	49
14	A Labelle	3d	18	19	9	4	3	13	44	J Coyle	4k	42	41	43	47	38	36
15	K Benabdallak	3d	19	17	16	12	27	20	45	G Allard	5k	48	49	47	40	42	38
16	S Nicely	3d	20	13	15	28	24	22	46	P Feldmann	9k	49	56	55	50	54	59
17	Y Nakajima	2d	13	15	27	31	25	19	47	A Julein	6k	50	48	45	44	53	51
18	J Hwang	2d	14	24	22	27	23	28	48	D Hall	6k	45	47	49	42	51	53
19	C Elliott	2d	15	14	20	24	29	17	49	E Partzeau	6k	46	45	48	51	50	43
20	Y Nankawa	2d	16	25	19	23	22	15	50	J-L Roualdes	7k	47	51	53	46	49	57
21	T Nguyen-Kahc	1d	25	28	34	29	35	27	51	Y J Chang	7k	53	50	52	49	48	47
22	T Benson	1d	26	27	18	13	20	16	52	G Julien	8k	54	53	51	55	57	56
23	J-P Ouellet	1d	27	26	30	18	28	24	53	P Barker	8k	51	52	50	58	47	58
24	P Thompson	1d	28	18	29	19	16	23	54	S Williams	9k	52	55	56	60	46	58
25	A Sjezmar	1d	21	20	28	30	17	32	55	D Fortin	10k	56	54	46	52	59	60
26	M Blais	1d	22	23	31	-	-	-	56	M Vines	10k	55	46	54	57	58	52
27	R MacBeath	1d	23	22	17	18	15	21	57	D Schwartzman	10k	58	60	59	56	52	50
28	T Fox	1d	24	21	25	16	32	18	58	T Skeene	12k	57	59	60	53	56	54
29	R Donais	1k	32	33	24	21	19	30	59	B Caulfield	14k	60	58	57	-	55	46
30	D Labelle	1k	33	34	23	25	31	29	60	S Mays	16k	59	57	58	54	-	55

*Indicates above average record

THE AGA EXECUTIVE COMMITTEES by Terry Benson

An important side event of the U.S. Championships is the meeting of the 2 AGA executive committees. They make policy decisions for the Association and help pull together the disparate clubs that comprise it.

The Eastern Executive Committee had an extraordinary member this year, Jim Kerwin. This was the first of many times he will participate in AGA decision making. He brings his experience with the Nihon Ki-in and the perspective of a new professional promoter. Most of the session was spent in a sometimes heated discussion of one of Jim's suggestions: that the Easterns be run with fixed time limits and no byo-yomi.

Jim is concerned that the tournament is less enjoyable for many players because of the unpredictability in the start time for the rounds and the excessive time spent waiting between rounds. Players come to play - not wait to play. The typical time limits, 1 hour per player and 30 seconds byo-yomi, translate into 3-hour rounds. Adding in a 1-hour lunch break, the tournament span can run from 10am to 8pm - a long day which cuts deeply into the evening time players might want to spend with their families or enjoy seeing the sights of the tournament city. A fixed time limit of 45 minutes and no byo-yomi (typical in Japan) would mean a maximum of hour-and-a-half games, 2 hours (maximum) per round and at most a 7-hour day with lunch. Overall, Jim argued that we must run our tournaments to provide the greatest enjoyment of the game to the maximum number of players.

A number of representatives offered many arguments to support the view that the elimination of byo-yomi would hurt the tournament. The Eastern Championships is our premier tournament and should be run to promote the highest level of Go. Many "serious" players might not attend. Most

players are used to or like byo-yomi. Some games might be lost through gamesmanship - one player prolonging the contest with silly moves to force his opponent to lose on time.

Most representatives agreed that the excess of non-playing time was a problem. But some felt it should be cured by less drastic measures.

1) McMahon system pairings theoretically cannot be done until all games in a round are reported, but prospective pairings are possible when only a few games remain to be finished. Some players could get started earlier.

2) A semi-casual handicap tournament might be run during the day to take up the extra time. Anyone finishing early could find an opponent within 9 stones handicap and play a tournament game - maybe on a fixed time limit - to finish before the start of the next main tournament round. 3) A more prompt pairing system could slightly reduce the time between rounds and strict enforcement of round start times and byo-yomi would further tighten the schedule.

A resolution was passed requiring that some portion of next year's Easterns be run on fixed time limits. Later discussion modified the decision and the matter was handed to the President and T.D., me, to take under advisement. Comments from AGA members and particularly from tournament participants are welcome.

Other matters covered at the meeting: 1) Change the date of the tournament to accommodate those who have a conflict on Labor Day weekend. (Considered but later rejected. The 1981 tournament will be Labor Day weekend.)

2) The creation of a separate tournament to select the World Amateur Championship representative. (Passed) 3) The suggestion that a block of rooms be reserved at the YMCA for next year's Easterns. (Accepted)

4) A Treasurer's Report (accepted) indicating that the AGA is financially holding its own. There is (as of publication) some \$4200 in the bank.

5) Dave Relson, Ann Arbor Go Club, was nominated for Team Captain of the North American W.A.C. team.

Western Committee Meeting

The Western Executive Committee meeting was run by Les Lanphear of San Diego. Its major decision was the selection of San Francisco as the 1981 tournament site. Next year's meeting will consider whether to continue alternating the tournament between L.A. and San Francisco. The committee nominated Paul Goodman (San Francisco Go Club President) for Team Captain. Many other matters were discussed (including some raised by non-committee members), but no other decisions were reached.

A PROFESSIONAL APOLOGY

Last issue's article on James Kerwin, America's only professional player, contained an inexcusable error. Jim is a professional shodan (first dan); the article said he was a second dan. The editors responsible are all sorry for the mistake and wish to apologize to Jim for any embarrassment that might result. (ed.)

KERWIN UPDATE

Jim Kerwin's plans to return to the U.S. this Spring have changed. He has decided to play in the Oteai (professional rating tournament) for another round and therefore will not get back until next fall at the earliest. Those anxious to roll out the red carpet will have to keep it in mothballs a little longer.

The AGA will keep players and organizers posted. We all hope Jim has a successful spring.

1977 KISEI TOURNAMENT GAME
(Translated from Kido, Vol 53, #10 by Bob Terry)

RIN KAI HO RECOVERS, DOMINATES THE 9-DAN DIVISION

B: Kubouchi Shuchi, 9-dan W: Rin Kai Ho, 9-dan Komi: 5½ points
Rin Kai Ho analyzes his own game.

In a long lifetime, everyone has his ups and downs. Rin Kai Ho, 9-dan has emerged from the tunnel of last year with renewed strength, remarkable to all; however, let us add that his opponent might see it from a different perspective. In the Kisei ("Sage of Go") competition, Kubouchi, 9-dan, a.k.a. "Rusty Saber" of the Kansai Kiin, brought Rin, 9-dan to the sword's point only to see him parry splendidly, winning the 9-dan competition.

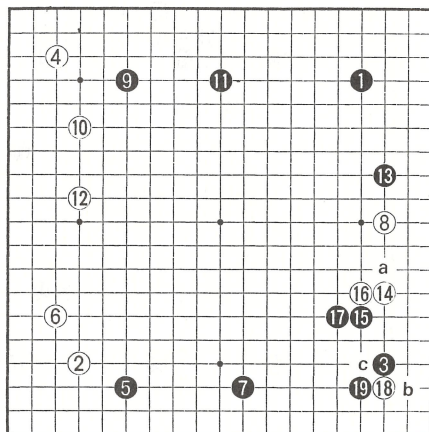
This past July 19, the Yomiuri Newspaper, sponsor of the Kisei tournament, held its award ceremony, and there also Rin appeared determined: "I still regret being squeezed out of the running last year, but this year I'm aiming to take the top honors." This magazine's reporter also confirmed this in decisive words: "Even if Rin had lost this game, he would still be in the running, you know. I expect that in the coming battle through the ranks we'll see him persisting to the last."

CAUTIOUSLY, RIN'S PACE

In the fuseki, Kubouchi often plays on a large scale, the 4-5 point being one of his favorite moves, but since he occupied the 3-4 point with B3, I also chose 3-3 with W4 to see what would happen.

In answer to the kakari at B5, W protects with the small keima at W6 because after the one point skip at 1 in Diagram 1, B can kakari at 2 and extend with 4. Now, the corner is open at a, which I didn't like.

The 2-space high extension at W12 finishes the left side development;



Game Record 1 (1-19)

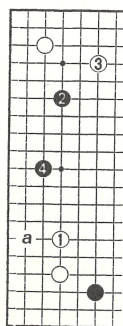


Diagram 1

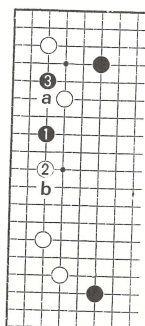


Diagram 2

and in this fuseki it's the only move, I thought. If this is omitted, B's pressing move at 1 in Diagram 2 is severe, striking at the underbelly of W's large keima. Now, if W protects at a, B makes an extension to b, and W's carefully set-up left side is ruined; if W squeezes B1 with W2, B dances in at 3 and the upper left can't escape damage. Here again, since W has played W8 on the right side, there's no fear that he's playing too much on the left. B can also play B13 at a, pressing from below, but which is better is difficult to say.

When W extended to 14, B15, hitting at the shoulder and expanding the lower right, was also what I expected. If B makes some kind of shimari as in Diagram 3 in accordance with theory, there are no repercussions against W, so this move lacks force.

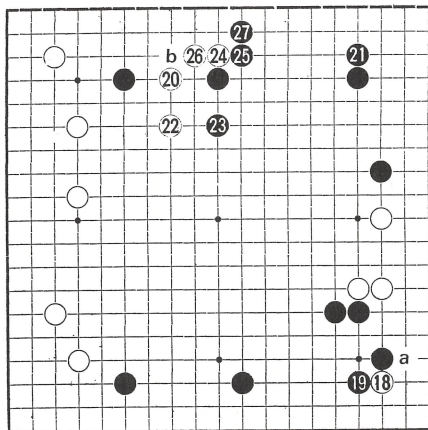
W attaches at 18 to sound out B's response; the implications of this are shown in the next couple of diagrams. B19, blocking from the wide side is, of course, the only move; this isn't the place to block in the corner at b, forcing W c and chasing W into B's large area.

UNEXPECTED SHIFT

This wasn't the first time I tried the attachment at 18. In a previous game with Yamabe, 9-dan (except the shape on the left was different)

I tried the same probe at W18. Then I immediately moved out at a in G.R. 2 when

B hane at 19. But it crossed my mind that I could tenuki as well. Also, if B answers W1&3 with the block at 4 in



Game Record 2 (18-27)

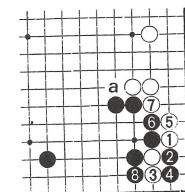


Diagram 4

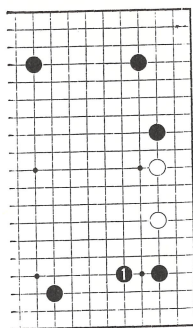


Diagram 3

Diagram 4, following W5 the lower side becomes solid to B8, so W can kikashi at a. This isn't bad, but instead of blocking at 4, B will play atari at 4 in Diagram 5. When W cuts at W5, B captures at 6 and W looks bad. When W ataris at 7, B pushes through with 8 and with the

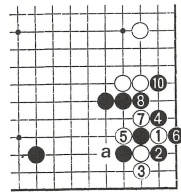


Diagram 5 (9 @ 1)

hane at 10 the 3 W stones on the right are extremely thin. Not only that, but if B draws back in the lower right corner at a, W's eye-shape is threatened, so this is clearly to W's disadvantage.

Further, if instead of atari at 7 in Diag 5 W plays W1 in Diagram 6, encircling the stone, he's attacked by B2&4; it's plain that this is also disadvantageous.

When B hane at 19 according to expectation, these thoughts passed through my mind and I decided to abandon the idea of returning the hane at a in G.R. 2, but at this stage there's no way of telling if the exchange of W18 for B19 is good or bad.

However, to my mind there is no good place to invade on the lower side in this situation, so W18 can be considered as a probe.

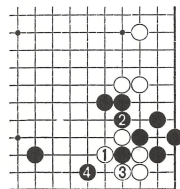


Diagram 6

The invasion at W20 was a previous aim; this is a natural attack after W played patiently at 12 in G.R. 1. However, the enclosure at 21 was unexpected. Kubouchi's intention was that even if W surrounds B's one stone it still has aji, so he perhaps thought that defending at B21 and expanding the area in the upper right quarter was the best policy. Here the usual plan is B1 in Diagram 7 or perhaps Ba jumping out. Then B caps W at 5 and W plays something like b and we have a different game. Anyway, this method is only common sense. W's attacking at 24 and drawing back at 26 prevents B's attachment at b, so I kikashied here without regret.

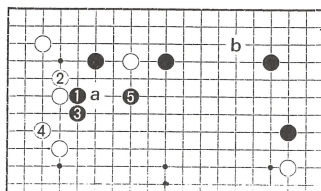
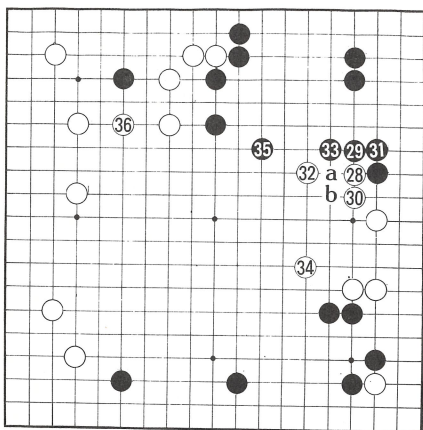


Diagram 7



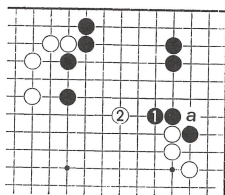
Game Record 3 (28-36)

What about B35? Speaking from results, this surrounding move seems tepid. The attraction of B35 is that he secures 45 points in the upper right, but W36 also surrounds territory, so the balance is kept. Naturally, even with W36, B's stone still has aji, but after being enclosed by W, if B tries to put this stone in motion it is expected that he will be squeezed, to the detriment of the outside.

Omitting the surrounding play at B35, B1 & 3 in Diagram 9 look like his last chance to move out. It's true that the two-point skip of B3 is thin, but if W tries to make something of it by attaching at a, B can fight well enough with the suji ("technique") of Bb, Wc, Bd.

DESPERATE ASSAULT

It seems that in answer to W28 & 30, instead of connecting at B31, there is the nobi of 1 in Diag 8, but the aji of the cut at a is bad. In the face of a move like W2, B eventually has to go back and connect at a, so the connection there at B31 is best ("honte").



Also at B35 there was the attachment at 1 in Diag 10. From W2 to B17 his group is alive; so here, too, B has scope for fighting. In the game B came at me with the attachment at 37; here the feeling is that he's having a nervous breakdown, but if he

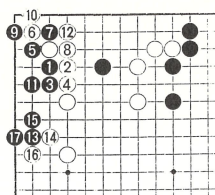


Diagram 10

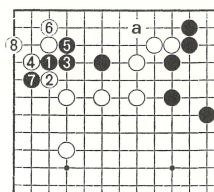
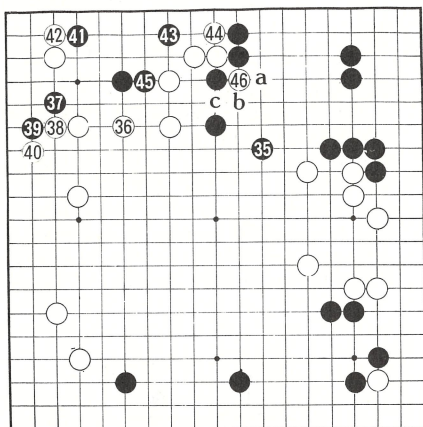


Diagram 11



Game Record 4 (35-46)

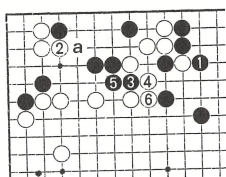


Diagram 12

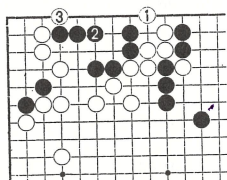
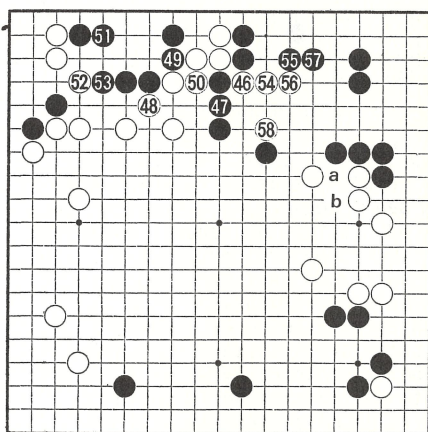


Diagram 13

doesn't do anything, W will block at 44 and make the whole upper left his territory. It's natural to try something in here with B37 and the following before W adds a stone at 44, but as I explained above, this is, regrettably, too slow.

Another way of attaching with B37 is with B1 in Diagram 11. The circumstances are different from Diag 10, so this time W plays a kosumi attachment at 2, and after W3 to B8, B can look for a way out with the placement at a, but this is also unclear.

The cut at W46 is a move I take pride in. And now the common order of moves is Ba, Wb, Bc, but...



Game Record 5 (46-58)

UNEXPECTED VARIATION

In answer to the cut at W46, if B plays the common-place move of 1 in Diag 12, W2 or maybe a leave B no way out. B thrusts in at 3 looking to cut, but W connects at 6 and there is no cut. Consequently, there is no way to avoid the stiff connection at B47, but as this G.R. progresses, it is

evident that getting this cut in is effective for W. From W48 to the thrust of B53 B has carried out the destruction of W's territory quite admirably. (If B omits 53, W can kill the B group with W1&3 in Diagram 13 on the previous page.) This, however, gives W a chance to play nobi at 54, and the unfortunate repercussions strike deep into the upper right quarter, since W is blessed with the attachment tesuji at 58.

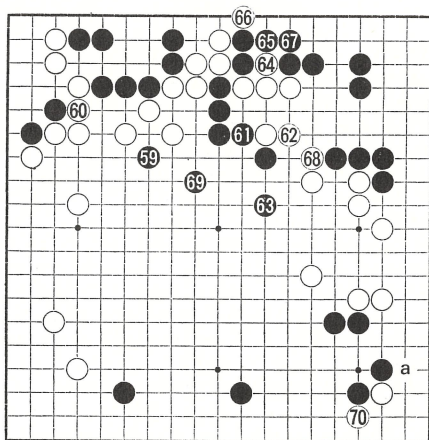
It's a funny thing about Go; an especially unexpected variation is produced, but if you look back and compare this result with the situation of both sides in G.R. 4, you find that B's invasion into the upper left is worth about 20 points, while on the other hand the minus incurred by having his upper right treasure house destroyed is likewise worth 20 points. As a result, B's group around 47 is left floating, so B looks bad. Also, considering the fight to follow W58, it looks like B should have exchanged B_a for W_b back in G.R. 3 before playing B35.

PROMISING FOR W

If W neglects to connect in answer to the nozoki at B59, B captures 8 W stones from B1 to B7 in Diagram 14; therefore, W cannot omit the connection at 60. But B59 doesn't materially help the center group in any way, while (as you will see in the next G.R.) the W connection at 60 in exchange is disadvantageous to the upper side B group, so it has to be labeled a bad move.

Instead of thrusting against W with 61, B can capture 3 W stones by drawing back at 1 in Diagram 15. However, W hanes out with 2 and after B11 he can also kikashi at a. After capturing 2 B stones at W12 the story is finished.

It becomes clear that the hane at B1 in Diagram 16 doesn't work out well when W cuts at 8. If B has already exchanged a for W_b, he can wrap W around with



Game Record 6 (59-70)

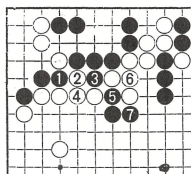


Diagram 14

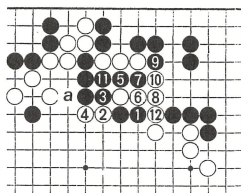


Diagram 15

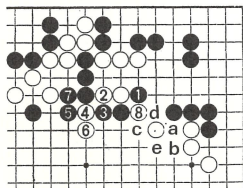


Diagram 16

the kikashi of Bc, Wd, Be and W is captured in a shibori (squeeze). With a sideglance at B's floating stones, W connects at 68, and when W turns to the long-awaited hane at 70 (now the hane at a would be out of place) the game looks promising for W.

DELICATE RELATIONSHIPS IN THE LOWER RIGHT CORNER

Here I'll touch on the problem that is left when W got to connect at 60 in the last G.R.

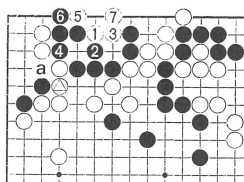


Diagram 17

Diag 17. After W gets a stone at Δ , as soon as the opportunity arises, the attachment at W1 and the thrust of 3 are left. If B makes an eye with 4, W plays 5 & 7 and there's a big ko. If W hasn't connected at Δ , after B4 there is a cut at a and he's unconditionally alive.

Consequently, since W has gotten in Δ , in answer to W3 B has to play kosumi with 4 in Diagram 18, rescuing $\frac{1}{2}$ his group with 6, but W can take 2 B stones with 5 & 7, so more than a 10 point loss was left here.

Turning to the lower right corner, W plays a

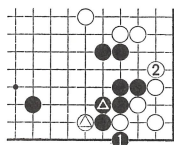


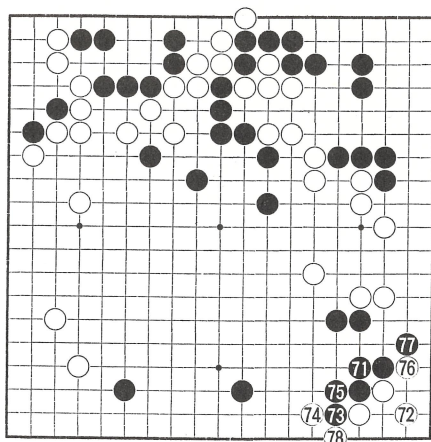
Diagram 19

bad for W, so B is satisfied.

B's STRONG ATTACK DOESN'T BEAR FRUIT

Seeing that the situation isn't simple, B tries an extreme method with the attachment at 79. Playing in a line with W80 is honte; in any event neither kosumi at 119 nor pincer-attachment at 88 is interesting.

In desperation, B plays for a strong attack with 83 & 85, etc., but W84 & 90 bring it right back to B's doorstep, involving the center group in the fray, so this doesn't seem very profitable.



Game Record 7 (71-78)

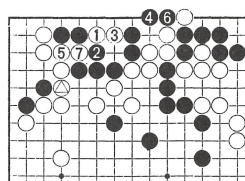
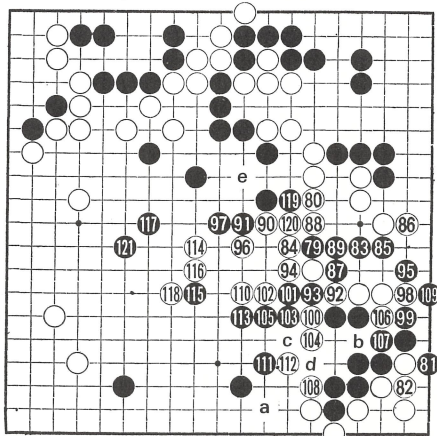


Diagram 18

pincer-attachment at 74 and wataris at 78, an ideal result, but since W is rich in ko threats, he should have haned at 76 instead of playing 74. It was the B block at 77 that was questionable. Here, B should have made W74 into a bad move by playing B1 in Diagram 19. If B ataris at 1, W doesn't connect, but plays 2; however, according to theory, the exchange of W Δ for B Δ has become



Game Record 8 (79-121)

There's nothing to say about the sacrifice strategy of W92 & 98, but when B is blocked by W108, there's bad aji left in his shape.

In response to B111, W112 makes shape with the kosumi-attachment; this sets up the jump at a while at the same time there is aji left for a throw-in at b & ko. Moreover, if at 105 B had pushed at c, W would have connected stiffly at d, leaving other problems. B117, jumping out, is necessary for attack and defense. If he neglects this, something like W1 & 3 in Diagram 20 leave B helpless. After this, B can play kosumi at a to live, but the left side becomes big for W. The kikashi at B119 prevents the W placement at e in sente.

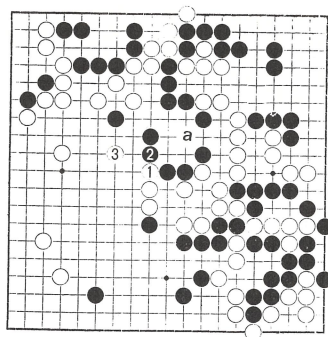


Diagram 20

A SOLID WIN FOR W

In answer to the W hane out at 22, B's kosumi at 23 is unavoidable. If he neglects this, W plays kikashi at 1 & 3 in Diagram 21 and then there comes the hane-in move at 5.

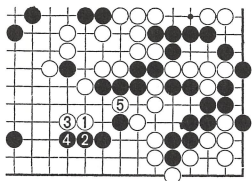


Diagram 21

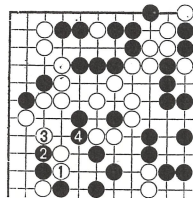
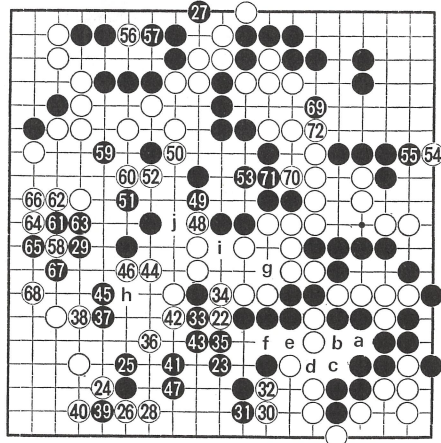


Diagram 22



Game Record 9 (122-172)

At W26, B tenukied to kosumi at 27. This surprised me. In itself, B27 is worth more than ten points, as I pointed out before, but when W cuts in with the nobi at 28, he has an unmovable lead of about 10 points on the board. W30 & 32 assure the life of the lower right corner, and at the same time clinch the game. After this, W can throw in at a and play Bb, Wc, Bd, We, Bf to set up ko with the return pitch at c, but at this stage it's unnecessary. After this you can see how the game dragged on, but at W72 B resigned. I'd like to point out that if W doesn't watch out for his large

group, a B play at g destroys his eye-shape. W46 reserves an eye at h and finally when the dame at i is filled, B has to worry about the eye-shape of his own large group. Since W has a kikashi at j, his group can't die. To finish, if at W62 he cuts at 1 in Diagram 22, B plays 2 & 4 and this is, on the contrary, disadvantageous for W.

Manhattan Go Club Fall Tournament by Roy Laird

Last issue announced the opening of the Manhattan Go Club at 10 East 52nd St. One of the primary aims was to resurrect the active tournament scene which characterized the New York area several years ago. The Manhattan Club's first tournament on Sunday November 30th was a resounding success. Twenty eight players and over 20 spectators crowded the Dosanko Restaurant for the 4 section event. The field ranged from former U.S. Champion Takao Matsuda down to Zvi Orenstein, 18 kyu, and Larry Rosenblatt, 22 kyu.

Veteran tournament director Terry Benson ran things in his usual impeccable style with able help from Chaim Frenkel. The short amount of time for completing play forced the choice of a knockout tournament and necessitated using clocks on every game. To compensate partially each of the top three sections had a consolation division.



A general view of the Manhattan Tournament
Front: R Laird vs E Downes; C Frenkel vs J Elfman

Prizes were given for first and second on the winners' ladder and for the winner of the consolation ladder. Mr. Saji of Suntory Liquors donated two bottles of their finest, Mr. Shima of Pilot Pen donated 2 pen sets, the Hangook Kiwon donated a year of "Paduk," the Korean Go magazine, the Nihon Ki-in donated an autographed fan, and the remainder of the 12 prizes (Ishi Press Go books and the \$80 first prize in the Open) were purchased with entry fees.

The open section was one of the toughest ever gathered for a local tournament. It was a pre-registered, invitational, even game contest with a stiff \$15 entry fee. Participating were 6 of the top 7 players from the Eastern Championships including Jong Moon Lee, 1980 Eastern Champion, and former Champions Matsuda and Young Kwon. Matsuda played his typical solid game and Lee made a mid-game oversight which turned a close battle into a rout. The second of New York's new strong Korean players, S. Cho, won the consolation prize with a win over Kwon.

The A section was slightly awkward for the T.D.; 6 players made the pairings somewhat tricky. But Tako Onishi, 2 dan, won with straight victories over Mario Roberson (2 dan), S. Matsuzawa (3 dan), and Jerry Pinto (1 dan and M.G.C. Treasurer). Matsuzawa won the consolation prize.

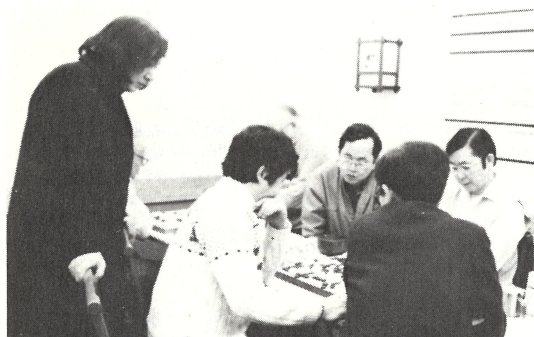
The B section had a neat 8 player field. Jerry Schwarz of New Jersey took the section with a third round victory over Dave Newman. Richard Laiderman won the consolation prize with a victory over Roy Laird, AGJ Assistant Editor and writer.

The 4 player C section was run as a round robin. The winner was Buzz Corey, a rapidly improving, avid, M.G.C. regular. Since discovering the club and rediscovering Go, Buzz has spent almost every evening playing anyone available. He is unlikely to remain an 11 kyu for long.

This tournament saw the introduction of an innovation from across our norther border to resolve a thorny problem for any Tournament Director, byo-yomi. The Canadians have a novel solution.

Typically when a player's initial time runs out, he is given a specific number of seconds for each of his succeeding moves. (Thirty seconds is common.) The Tournament Director must find someone to read off the seconds (20, 15, 10, 9, 8, etc.). If the player fails to move before '0', he forfeits the game.

In a tournament of any reasonable size, several games will go into byo-yomi. Finding people to do byo-yomi can be a large headache and playing while someone is counting off the seconds is difficult (to say the least). The Canadians - the Montrealers were the immediate source for the suggestion - use a method which allows the players to run their own byo-yomi. After the initial time limit, a player in byo-yomi will reset his clock for 20 times the byo-yomi time. (E.G., if byo-yomi is 30 seconds, the clock is set for 10 minutes.) Then twenty stones are drawn from the bowl and the remaining stones are set aside. The player must play those stones before the time runs out.



Soong

Cho

Kwon

Kuo

Matsuda

This method is less distracting and nerve-wracking for the players, gives the player in byo-yomi more freedom in utilizing his time, and can be run by the players themselves. At the Manhattan Tournament it worked beautifully. At least 15 games went into byo-yomi; one player went into it twice and lost one game on time. But there were no complaints and no difficulties, and the Tournament Director was very happy.

OPEN SECTION									
Consolation	2	2	1 T. Matsuda, 6d	---	1	---	1	---	1
			2 S. Cho, 5d	---		---		---	
	2	---	3 Y. Kwon, 5d	---	3	---	1	---	
Winner	7	4	4 K.C. Kuo, 5d	---		---		---	
2 Cho	---	6	5 J.W. Lee, 5d	---	5	---	5	---	
	3	---	6 H. Gonsior, 5d	---	7	---	5	---	
			7 R. Snyder, 5d	---		---		---	
			8 B. Ryder, 5d	---	7	---		---	

SECTION A									
Consolation	5	---	2	---	1 S. Matsuzawa, 3d	---	1	---	
					2 Y. Ishizuka, 1d	---	4	---	
Winner	---	5	---	3	3 M. Roberson, 2d	---	4	---	
1 Matsuzawa	---		5	---	4 T. Onishi, 2d	---		---	
					5 B. Shain, 3d	---	6	---	
					6 J. Pinto, 1d	---	6	---	

SECTION B									
Consolation	3	---	1	---	1 J. Exter, 1k	---	2	---	
					2 J. Elfrin, 3k	---	4	---	
Winner	3	---	3	---	3 R. Laird, 3k	---	4	---	
1 Matsuda	---	5	---	3	4 D. Newman, 3k	---		---	Winner
6 Laiderman	---	6	---	5	5 E. Downes, 1k	---	5	---	
					6 R. Laiderman, 3k	---	7	---	
					7 J. Schwarz, 2k	---		---	
					8 G. Kusaka, 5k	---	7	---	

SECTION C (Round Robin)									
1 Buzz Corey, 11k	2	3	4	Winner					
2 L. Gallo, 14k	1	2	3	2nd					
3 Zvi Orenstein, 18k	4	1	2						
4 L. Rosenblatt, 22k	3	2	1						

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1977 KIDO SPONSORED RIVALS MATCH
(Translated from Kido, Vol 53, #10 by Bob Terry)

Black: Cho Chi Kun, Oza
White: Kobayashi Koichi, Tengen

Explanatory remarks by Rin Kai Ho.
Komi: 5½

Anyone can tell you that two bright fellows such as these were bound to become opponents. Finally, with all attention centered on this game, Kobayashi, Tengen jumped off to a good start, pressing Cho, Oza to the defense. However, he made an overplay in the middle game, where an unforeseen trap was lurking.

A STRAINED ATMOSPHERE. Kobayashi Koichi and Cho Chi Kun: here are good opponents, no one would deny that. It's not clear at what point the two were looked upon as rivals, but after Kobayashi in 1967 and Cho in 1968, respectively 14 and 11 years old entered the Dan ranks, such was their fate.

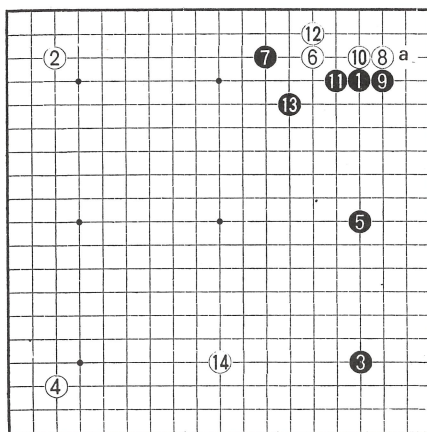
Competing for the higher ranks, Kobayashi had a head-start and throughout has kept the lead. But, by challenging for the Nihon Kiin Championship in 1975, then winning the Pro Best 10 Title, and in 1976 winning the 8 Strong Players Title, Cho has kept Kobayashi running. At present, wearing the Tengen and Oza titles like badges, neither can be said to be inferior.

It's strange, but in personal encounters Kobayashi holds the one-sided margin of 11 wins to Cho's 4. According to Kobayashi, "Again and again, with Chi Kun I can't lose," he says, full of confidence. Far from being a rivalry, the situation is more like a hunter and duck. Just a few days before, in the New Player Event best of 3 match also, Cho had fallen in straight losses before Kobayashi's war camp.

Accordingly, it is important for Cho to win this game. If he does, the poor record of the past can be dismissed; but should he lose, from the standpoint of their personal rivalry, his prestige will suffer a fatal blow.

When the opponents arrived, a thick tension hung over the playing room. For these two, both the friendly chatter and the polite forms typical of Go players were dispensed with.

Cho grabbed some stones and got sente. White kakaried the 3-star-point set-up at 6. At the instantaneous squeeze play of 7, Kobayashi said, "Again, the same, no?" with a sardonic smile. Up to here, the play was the same as in the first game of the New Player Event, but W varied with 12. (In the New Player Event, W sagaried at a.) "I fancied that taking sente with 12 and turning to the big point at 14 was good," said Kobayashi.



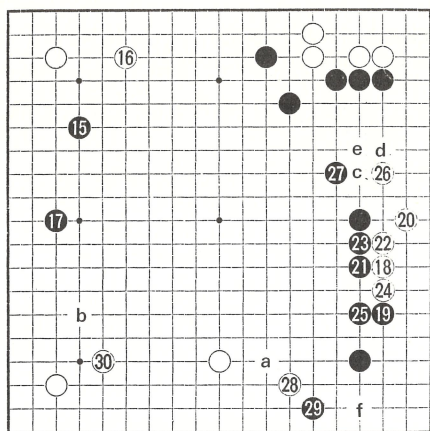
Game Record 1 (1-14)

(continued next page...)

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Game Record 2 (15-30)

come at him with 1 and 3 in Diagram 1, which he intended to answer by running in at 4. As something of an introduction to what was read out here, if W answers B5 with the attachment at 6, from B7 to the block at 9 a shape is reached that B can generally be satisfied with. Of course, this Diagram isn't inevitable. Instead of W's attachment play at 6, for instance, it seems that he can attach at the waist with 1 in Diagram 2 and fight. Up to 7 is a one-way street. Next from 8, B seems to live with 12, but W plays determined moves at 13 and 15, and when he attacks at 17, B is in distress.

Accordingly, instead of B5 in Diag 1, perhaps knocking against W with 1 in Diag 3 is the best play (suji). Playing nobi in with W2 is natural, but here B loosely surrounds at 3 and what happens after 10 is not clear. Also, at 4, if W plays a to test B's response (yosu-miru) there are difficulties.

The definitive variation seems to be from B1 in Diag 4 to the block at 3. At the cut of W4, B resists with 5 and after the sequence to 13, B wins the fight in the corner. As you can see from the above, one simple explanation does not suffice to come to a conclusion, but compared to the ineffective thickness produced by B19 and 21, one wants to give top marks to Kobayashi's strategy.

Finishing up on the right side in sente, Kobayashi slapped a W stone down at 28. Shading off B's thickness, this was an awfully good point. "Pleasantly and easily, this shape can't lose" are words you have to give the nod to.

PLEASANT AND EASY. At B15 Cho's hand paused for the first time. Before the kakari of 15, exchanging B a (or, perhaps one space to the right) for W b in G.R. 2 was also a strong way to play, but which way was best seems a problem. With the invasion at W18 it's already the middle game. Next, B19 was unexpected. Said Kobayashi, "From B19 to the attachment at 21, B plays to make thickness, but what can you make of this? On the lower side W has occupied the star point, so no matter how thick you get, it has no meaning. After destroying B's territory in sente, with W28, pleasantly and easily it becomes a shape where W can't lose." Kobayashi expected B to

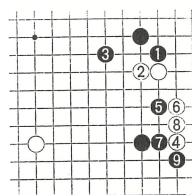


Diagram 1

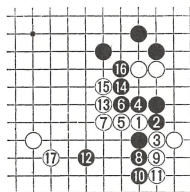
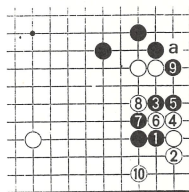


Diagram 2



Rin Kai Ho, 9-Dan's commentary also came to the conclusion that after letting W sprint ahead, the board didn't look easy for B. Except, he said, the cause of B's difficulties weren't B19 & 21, but rather B23:

Certainly the idea of plastering W in with B19 & 21 was questionable. However, in what way can you label these as bad moves? Connecting at 23 was far and away the big mistake. The drawing-back move at 1 in Diagram 5 was the only play. In the same manner as the actual fighting, B answers W2 with B3, but this time W4 is unavoidable and, practically speaking, this is almost a difference of 1 play.

If W omits 4 in Diag 5, Ba, Wb, B4 is sharp; indeed, the group is almost unsalvagable. Also, B27 is tepid. With this same gote play, B should decide the shape precisely with an attachment at Bc in G.R. 2, followed by Wd, Be.

On top of all this, having to worry about territory here with B29 is painful. If B omits 29 and allows W to run in at f, he is guilty of a striking lack of judgement.

With W occupying the good points of 28 and 30, the flow of the moves is running in White's favor. Where will Cho counter-attack?

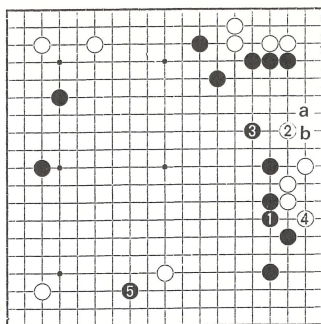


Diagram 5

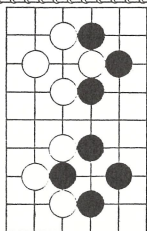
CHO'S DISGUISE. Talking about Cho, lately, "He seems to have lost a bit of his fighting spirit," says Kobayashi. Certainly something strange has happened to his game. Up to last year Cho was flying his colors smartly. A grim determination shone in his eye. He gave the impression of possessing strength of will that admitted no loss. This force of will he displayed would make itself felt by his opponent, encouraging mistakes, so that no matter how bad his game was, a reversal was often the result.

However, recently that feeling one had of a grim determination and forceful will is missing. When the situation is desperate he no longer tears at his hair while immersed in reading things out, and he's stopped grumbling to himself when his games take an inexplicable course. His Go style, too, has changed from being oriented formerly towards profit to the kind of thickening in the center you see here. Also, his winning rate has somewhat declined.

— (Continued next page...)

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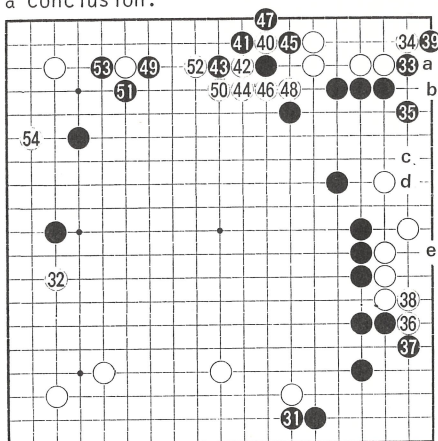
What are we to think of this disguise? As his friendly opponent stated, is it not that he's lost some of his fighting spirit? Is this temporary? Perhaps a pause on the way to further growth? We'll have to watch Cho intently for a bit before coming to a conclusion.

Game Record 3.

B33 and 35 are the first blows of Cho's counter-attack. It's essential that W defend with 36 & 38.

It's feasible for W to persist here with Wa, however Bb forces W to concede at 39, and after Bc, Wd, B36 it's painful to have to add a stone at We to live.

B39 starts an all-out assault. It's not a matter of being satisfied with the small profit he gets around here, but that W has to be attacked at the roots. Considered this way, it still has to be acknowledged that blocking at B41 and boldly forcing W to push thru at 46 & 48 is an extreme method.



Game Record 3 (31-54)

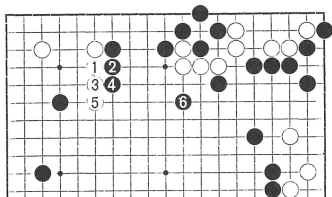


Diagram 6

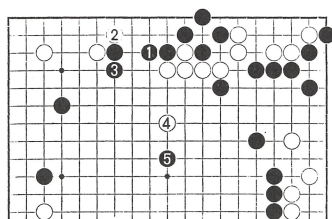


Diagram 7

B49 is a sly attachment move. If W thoughtlessly stretches with 1 in Diagram 6, B pushes up with 2 & 4 and then attacks with 6, which is just what he wants. Of course, Kobayashi is shrewd himself. Inferring the danger, he pressed at W50.

B51 was a big mistake. B had to continue relentlessly with 1 in Diagram 7. After W2, B extends with 3, and B5 in answer to W4 offers B some prospects.

On the other hand, when B is swallowed up by W52 all the pleasure in the game disappears for him. "The game is over here," was Rin, 9-Dan's conclusion. Since ever-cautious Rin said it, there's no doubt of it being true.

NO WIN ON TERRITORY. Even if the "game is over," Kobayashi had one thing to worry about here, he said. By means of the devilish moves of B1 & 3 in Diag. 8, a connection at 5 is possible. After W6, B cuts with 7 and in the following sequence boldly presses W in up to 19. By way of 1 & 3, W has landed in a trap (hamete). Of course, Cho would have been happy to have things turn out this way, but 1 & 3 take a loss in advance and, instead of connecting at 10, W may press at 11 instead. If B then cuts at 10, W will play Wa, Bb, Wc and B will have a hard time.

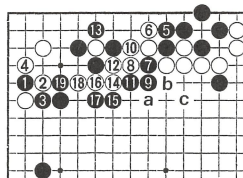
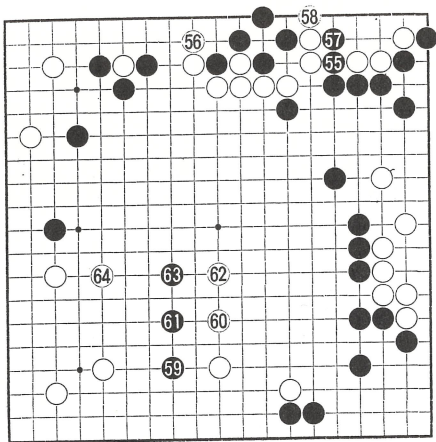


Diagram 8



Game Record 4 (55-64)

Accordingly, Kobayashi played carefully at W56, safe and steady. B57 took a large profit, but if it becomes a battle for territory, when all is said and done B can't win.

At W58, capturing once and for all, Kobayashi glanced up at Cho with a skeptical look. "Why is he being so nice to me?" he seemed to be thinking, a bit suspicious at his friendly rival's strange way of playing.

STRUGGLING WITH HIMSELF. B65 to 75 is the sort of thing to expect here. "I was wondering if B could play 75 at 80," said Kobayashi. But with a hole at 75, the aji is bad, so you can't leave it like that said Rin, 9-Dan. Even when he's behind in a game, Cho's style is to persevere with a move like B75 and later go for the chase.

W76 & 78 were a good way to settle the shape on the left side, all the while eyeing the B group on the lower side. B85, barging into W's territory, was the second blow of Cho's counter-attack.

Ever so thin, it is not too much to say that this move was filled with danger.

For his own part, Kobayashi struggled with himself to find the best play. For example, instead of playing W86 and the rest, protecting at W93 was sufficient. But the high-spirited Kobayashi wouldn't take such a faint-hearted course. The nozoki at W1 in Diagram 10 seemed strong. Since a B connection at 6 followed by Wa is too easy-going, B joins his group with 2, 4, & 6 and W ends up with the watari at 9. Even if B separates W with 10, W comes up with 11 & 13; and B is in for a struggle.

B55 was also a move that concealed an insidious intention. If W blocks at 1 in Diagram 9, B connects at 2 and 8 is the clincher. Connecting at W12 and letting B live is out of the question, so there's no avoiding 9 & 11. But when W gets cut by B12, he's been splendidly tricked.

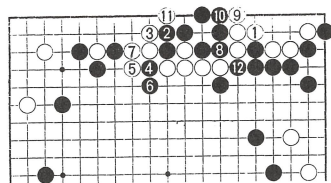
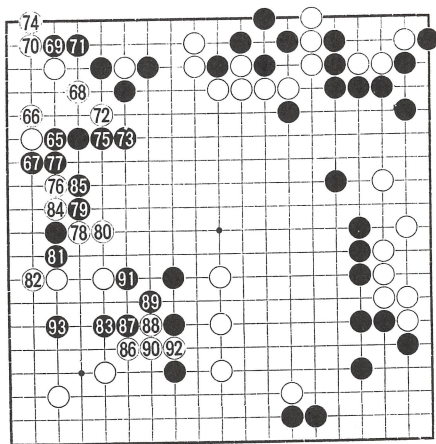


Diagram 9



Game Record 5 (65-93)

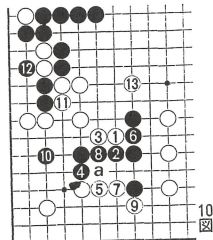


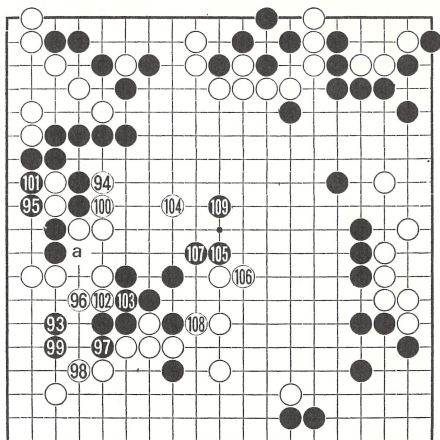
Diagram 10

The actual fighting that followed W86 wasn't bad either, except that when B got a stone in at 91, the jump-in move at 95 became a bit severe. Well might you wonder how W will make shape with his group on the left side. If these W stones become secure, the game is over. At this last, decisive juncture of the game, how will Kobayashi come through?

KOBAYASHI: A SERIOUS MISSTEP
After having B jump into his territory with 93, Kobayashi asked, "How much is left?" and when the scorekeeper answered, "55 mins.," he nodded, "Un huh," sat up straight, and was immersed in reading things out.

W94 took 8 mins., W96 2 mins. 96 prevented B from pushing through and cutting with a, but this was a big mistake, casting to the wind the superiority he had built up to here.

Kobayashi: "I figured 96 was as good as anything else, but around here it ended up becoming rough. The kikashi of W1 in Diagram 11 and the attachment at 3 would have been the deciding



Game Record 6 (93-109)

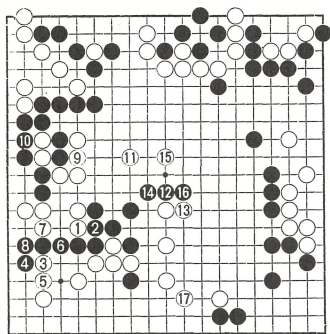


Diagram 11

moves. B4 & 6 prevent a W watari, so W kikashis with W7 & 9, jumps out with 11, and there would be no problem. If this happens, W can make the further jump of 15 and can also turn to 17."

Cho: "Is the center W group safe?"

Kobayashi: "If you're nervous you can strengthen the center and still win, but in a real fight you want to hold fast with 17, no? B's shape also isn't anything to brag about. Anyway, if this diagram had come about, it would have been a complete victory."

Both W96 and W1 & 3 in Diag. 11 were sente to prevent B from pushing through and cutting, but 96 winded up inviting B97. And when B gets a move in at 97, it gives him play

on the lower side. This is B1 in Diag. 12. B squeezes with 3 & 5 and plays keima at 7. To continue, W8 in Diag. 13 is the vital point of the semeai. However, B can put up with the squeeze after 9 since filling dame with 17 & 19 is good.

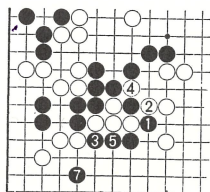


Diagram 12
W6 fills

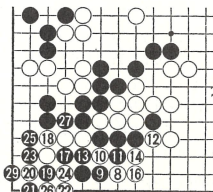


Diagram 13
15 @ 10; 28 @ 19

W places 22 on the second vital point, but after B cuts with 23 it becomes a ko. Of course, this is hanami ko for B (flower-viewing ko: everything to gain and nothing to lose), so W is destroyed.

Realizing this mistake, when Cho left his seat for a minute, Kobayashi grumbled to himself, "What incredible stupidity." When he had to add a stone at W108, he surely must have felt like crying. It's inevitable that when you make a move which is equivalent to a 1 move loss like this, no matter how good the game is, funny things are bound to happen. B109 occupied the strategic point and the game was once again up for grabs. Rin, 9-Dan: "Certainly Diagram 11 would have been decisive. But even in that diagram, the deciding point has yet to be reached." There again Kobayashi had let his chance to win slip away. See if you can find where he should have played.

THERE WAS A DECISIVE MOVE.

Kobayashi's oversight, the decisive move that Rin, 9-Dan pointed out, wasn't a difficult play to find.

At W6, the hane-out at 1 in Diag.

14 was good. If B cuts at 2, W

plays atari with 3 and runs alongside at 5, which looks conclusive.

If B next pushes through with 6 & 8, W gratefully accepts 2 stones with 9 making an easy getaway.

This time if B plays a, W is content to give way with b. The only thing to fear is B6 at c, challenging W to a semeai, but following Wd, B7,

W6, Be, W cuts at f which puts him more than 2 moves ahead.

In G.R. 6, W96 and W106 were the winning chances that Kobayashi twice passed up.

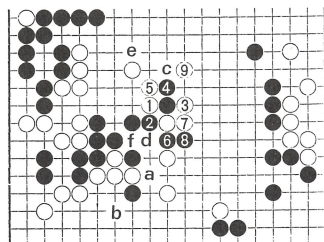
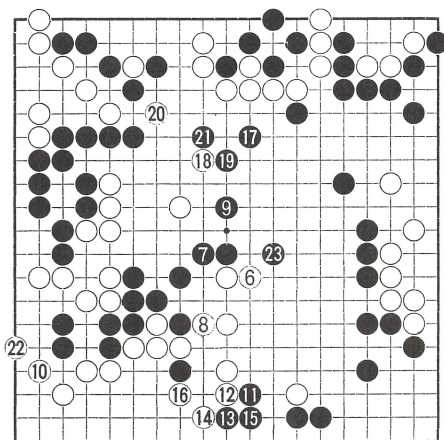


Diagram 14

Game Record 7. The initiative switches to B. 11 and the following are shrewd yose, and it's painful for W to see B17 & 19, making territory while attacking. To B23, B winds up building close to 20 points of center territory.

Now the outlook is unclear.

Let's compare once more Diags 11 and 14 to the Game Record. In Diag 11, the center is different and there is also a big difference is territory on the lower side. The center is no problem in Diag 14 either. So whichever way you look at it, W had the advantage.



Game Record 7 (106-123)

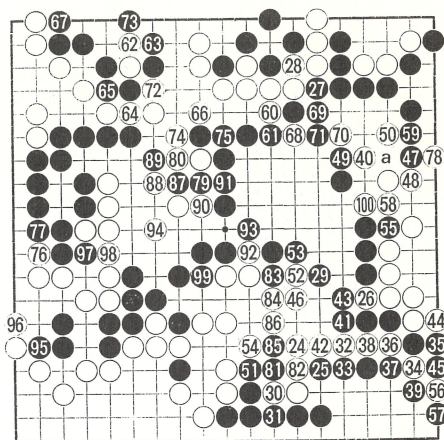
1/2 - POINT DECISION.

Kobayashi entered byo-yomi (seconds reading) at 24 and, at 99, so did Cho; but as you might expect, both continued to play with precision. A $\frac{1}{2}$ -point decision is in the offing, but earnestly examining the yose of G.R. 8, Rin, 9-Dan couldn't discover a single misplay.

When W pushed through at 26, B29 showed good judgement. If B blocks at 1 in Diagram 15, W cuts at 2, and the attachment at 4 takes a big chunk out of the corner.

On the other hand, after W30 & 32, W34 is severe, leaving W 2 stones to pick up with 41.

W40 & B41 are miai. W40 at 41 is big, but letting B decide the shape



Game Record 8 (124-200)

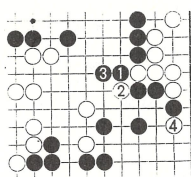


Diagram 15

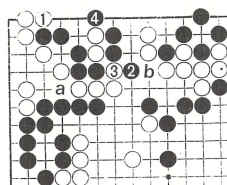


Diagram 16

Cho's play.

In the upper left, W62 to 66 were proper yose. If W tries to capture with 1 in Diagram 16, he's stymied by B's kosumi (diagonal move) at 2. W cannot defend both cutting points at a & b with one move, so this ends in failure.

A $\frac{1}{2}$ -point decision: on which side will the goddess of good luck smile?

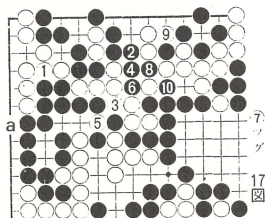
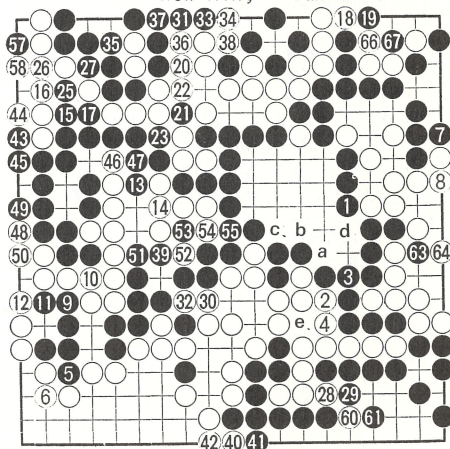


Diagram 17

W7 fills right of 5

in sente at a would be paralyzing. Also, at B41 there doesn't seem to be time to play 49. Quickly drawing out the abandoned stones was good; if B blocks immediately at 49, letting W capture at 41, he can no longer win. "He had the lucky fingers," was how Rin, 9-Dan described



Game Record 9 (201-268)

CHO, LUCKY 1/2 - POINT WIN.

W2 & 4 are shrewd backward (gyaku) yose worth 2+ points. If B pushes at 4 instead of playing 3, then W_a, B3, W_b, B_c and with W_d, B is destroyed. Taking 8 W stones with B_e instead of the connection at c isn't profitable, since

then W captures at c.

The game ended with an unexpected twist. Relating his thoughts after the game, Kobayashi, too, was unaware of it, but W220 was the losing move.

Rin, 9-Dan: "At W20 in G.R. 9, if he connects with 1 in Diagram 17 (last page), on the contrary it would be W's $\frac{1}{2}$ -point victory. If B plays 2, atari at W3 is the clincher. The exchange (furi-kawari) after 4 is without doubt favorable to W. If B connects at 5 with 4, a W block at 4 is o.k. Also, if B ataris at 3 with 2, W connects at 6, and when B plays 2, W connects at 4. Whichever way you look at it, W wins. What about the B sagari at a in answer to W1? Then W blocks at 2 and the difference is 1 point from the actual game."

With B surrendering the last ko, it comes down to a $\frac{1}{2}$ -point win for B (W takes ko at 268 and fills).

Finishing up his remarks after the game, Kobayashi stood up from his seat and said, "What a shame! To lose a game like that," clearly chagrined.

He didn't say that after this he has to take the next 2 games, but that was plainly written on his face.

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Q. Why is the man in the middle smiling?

A. It's HIS WEDDING!

BOOK REVIEW: GO PROVERBS
by Roy Laird

If you've been playing Go for any length of time, you learn what a Go proverb is. "My enemy's key play is my own," for example. And if you've played at all around old-timers, you've probably heard the legend of Go Proverbs Illustrated, by Kensaku Segoe.

GPI was published twenty years ago by the Nihon Ki-in. It was the first volume in what they planned as an English Go Library.* As it turned out, it was also the last volume in that series, but that's another story. Imagine a world in which there is no Elementary Go Series, no Go World, no Ishi Press, and you can understand the delirious enthusiasm of players seeing advanced commentary in English for the first time.

In the 10 years following the release of GPI, only 3 books appeared in English for the serious player - Modern Joseki and Fuseki vol. I & II by Sakata and Basic Techniques of Go by Haruyama and Nagahara. Since these were on a much higher level than GPI, it remained the only book accessible to the advanced beginner. By 1975, GPI had gone out of print, the Elementary Go Series had begun coming out, and Go players were scrambling for copies of the last GPI's. At one point, Xerox copies were selling unofficially in New York for \$10.

Eventually Ishi Press came to the ample rescue of the English-speaking Go players, and GPI became a fond memory. Owning a copy became a sort of status symbol. I finally acquired a copy in 1978 - a European player I met at the New York Go Club gave me his copy because he preferred the Ishi Press books and had no use for it. After glancing through it, I found that I agreed. Segoe has an interesting way with an idea - as can be seen in the articles on "Life and Death" we have been presenting in serial form. But the separate ideas did not link together in a cohesive whole, and the proverbs came through almost as further rules of play, rather than guidelines, which can lead to serious trouble if followed blindly. The same material is covered more fully in Life and Death, and to some extent in Tesuji. GPI had become obsolete.

Now history is repeating itself. A group of British players calling themselves the Go Press have issued a book entitled simply Go Proverbs, which they expect to be the first volume in their English-language Go series. The author is David Mitchell, whose lightning-Go marathon still stands in the Guinness Book of Records.

Mitchell's book should not be confused with Segoe's, although he borrows heavily from Segoe and others. He also presents a few ideas that seem new - for example, "If you have six groups, one of them is dead." At 64 AGJ-sized pages, this book is less than 1/4 the size of its patronymic. And each idea is presented in three pages or less.

Owners of the Elementary Go Series will find little here that's new. But the Go Press feels that there is a place for books addressed to the advanced beginner who may not yet feel ready to tackle the Ishi Press books. If there is such a place, Go Proverbs can begin to occupy it. It is attractively produced, the diagrams are clear and easy to read, and the text shows the wit and style for which British players are noted. One of its best features is a discussion of the value, and limits, of proverbs.

Many people may be attracted to the game but put off by the Ishi Press books. How many of them will find this book?

I hope the new publishers can make a go of it. Certainly the Go movement needs more new recruits. If you have a friend who likes the game but hates the books, Go Proverbs might make a good gift. It can be ordered from: SABAKI GO COMPANY, P.O. Box 4195, Wilmington, Delaware, 19807, \$4.50, including postage; and from DOWSEY GAMES, 6 Belsize Lane, London NW3 5AB. \$4.00 including seaimail postage.

*The translation was paid for by New Jersey AGA'er Morris Cohon and then donated to the Nihon Kiin.

THE PROCEEDINGS OF THE
2nd SEMINAR OF SCIENTIFIC GO THEORY

The 2nd Seminar of Scientific Go Theory was held at the 23rd European Go Congress in July, 1979. The proceedings of this seminar have just been published in a 125 page book edited by Dr. Klaus Heine of West Germany. Dr. Heine describes the book as an attempt, for the first time, to give an up to date survey of the state of Go Theory from different aspects of science. His summary of the material covered within the thirteen topics follows.

The Rules and Algebraic Definitions, by A.P.H. Schilp, Dr. Liu and Dr. Tsuchiya. It is generally argued that the modern Chinese and American versions of the Go rules are free from contradictions and ambiguities. On this basis, algebraic definitions have already been established. (Liu and Kim).

Mathematics and Statistics, by Dr. Benson, Dr. Wang, Dr. Heine and Dr. Kramarczyk. "A Mathematical Analysis of Go" describes and defines living groups. "The Information-content and Value-counting of the Game" gives a first estimate of the information content. Redundancy has been shown to exist. "Statistical Investigations" proves that there does exist a practical absolute scaling of playing strength according to information. Psychology and Pedagogic; Biology, by Dr. Heine and Dr. Colombero. "Properties of learning as measured by the game of Go." The learning process on a time scale gives interesting information about human intelligence. Furthermore, Go proves to be an excellent tool for studying pattern recognition, when it is scaled quantitatively with respect to performance. In biology it was interesting to learn about comparisons, "Evolutionary Strategies and the Theory of Games" by the model of Wei-Ki (Go).

Go Computer Programming, by Bruce Wilcox and I. Pinkenburg. The largest field in artificial intelligence is, of course, computer programming for playing games. Great progress has been lately achieved in producing a program for Go on a big machine which gives results as good as a weak amateur player (15-20kyu).

A literature survey at the end of the book shows all the work that has been done directly connected to the subject. A list of addresses should encourage cooperation.

This book may be ordered from Sabaki Go Company, P.O. Box 4195, Wilmington, Delaware 19807, for \$12., including postage.

SOUTHERN CALIFORNIA OPEN

Over 40 players participated in the Southern California Open and Handicap Tournaments, held simultaneously on Dec 27 & 28, 1980. The Open section was won by Yong Hwan Ahn with Hyo Myung Kim 2nd and Dong Won Chun 3rd.

Mr. Kon Yong Pak, 3-dan won the handicap tournament. 2nd was Ju Song Lee, 3-kyu, while Won Yong Kim, 5-dan was 3rd.

The Fighting Spirit Prize went to David Bowman, 4-kyu. A good time was had by all.



Bob Terry C.H. Nam, Tournament Director

GREATER WASHINGTON GO CLUB FALL TOURNAMENT

by John Goon

The Fall Tournament this year was held on Nov. 8 and was unlike any of the previous ones. In the first place, the competition was between teams rather than individuals. The teams were set up geographically and represented: DC, Northern Virginia, Bethesda (GWGC), University of Maryland, and non-locals. There were an average of about six persons per team. In the second place, the contestants picked their own opponents and played them as many times as they wished. The only stipulation was that the opponent should be from another team. All games were handicapped according to the honor system. Finally, there were none of the usual, stifling formalities such as time limits, clocks, or even starting times. Games were played at any time, under any conditions, so long as both players agreed to it. This allowed many players to arrive later or leave sooner and still contribute to their team effort. The free-form atmosphere of the tournament generated a healthy and enthusiastic comradery among the participants.

The competition started at 9:30 AM and finished by 7:00 PM. 65 games were played by 29 players. If we had set up a swiss type tournament instead, there would only have been 42 games played. Several people managed to play more than six games over that period of time.

The tournament consisted of a morning and an afternoon session to permit charging half-fares for late arrivers. The flexibility of this arrangement accounted for the presence of seven additional players. The transition period was helped along by the home-made CHILI supplied by Bob Pavlat, and the cornbread from the kitchen of Eric Swanson and wife Wendy. Art Lewis made sure that there was an ample supply of coffee and doughnuts throughout the day. The food and drink was outstanding. Ken Koester manned the registration table and kept order when chaos threatened to break out. Ken also logged the team scores (no easy feat) and managed to play a few games for the Northern Virginia Team. For a tough job, Ken handled the tournament directing well. Bob Webber did a lot of the leg work associated with reserving the room, transporting sets, doing thankless errands, etc., etc. To Bob goes our Golden Turkey Award, in recognition of his fine service.

Among the newcomers to a DC area tournament was a Mr. Jiro Aiko. Mr. Aiko is the Japan Embassy Minister for Industry and Trade Relations and he played as a 3-dan for the Bethesda Team. He seemed to be very interested in our efforts to promote Go. If he can find some time in the future, Mr. Aiko could play a major role in helping to popularize Go.

The winning team was Northern Virginia, with a final score of 15-7, or 68.2%. They were led by the strong showing of Brian Butters and John Moses, who were both 5-1 for the day. The University of Maryland took second place with a 20-16 record, or 55.5%.

Things went so well, and the mood of comradery was so pervasive, that we just might give this experiment a second try sometime in the near future.

(1) NORTHERN VIRGINIA

a. Ken Koester, 1k
b. John Moses, 4k
c. Brian Butters, 1d
d. Larry Kaufman, 1k
e. Ron Kwak, 3k

2-2 5a 4b 5c 3a
5-1 4b 2f 3a 4d 4a 3a
5-1 2f 2f 2d 2d 2d 2f
1-2 4d 2b 2f
2-1 2c 3c 3c

15-7

(2) UNIVERSITY OF MARYLAND

a. Bob Webber, 7k
b. Don Wiener, 4d
c. Pete Schenmer, 11k
d. John Goon, 2k
e. Bob Pavlat, 11k
f. John Sun, 1d

4-1 4a 5b 3a 4c 3d
5-2 5f 5g 5g 5f 1d 4d 5b
2-3 3a 3c 4a 4b 4e
4-3 4b 5f 1c 1c 3a 4d
1-2 3b 4a 4b
4-5 5c 1c 1c 1b 5b 5b 1c 1d
20-16

20-16

(4) DC

a. Bernard Sol, 13k
b. John Ruan, 8k
c. Haskel Samli, 7k
d. Dave Wiener, 2k
e. Ed Shriver, 16k

3-2 2a 3a 2c 2a 1b
3-5 2d 5e 1b 5c 2c 2e 3d
3-2 5e 5d 2a 3e 3e
1-4 1d 3e 1b 2b 2d
1-0 2c
11-13

(5) BETHESDA

a. Jiro Aiko, 3d
b. Ben Bernstein, 2k
c. Art Lewis, 2k
d. Eric Swanson, 4k
e. Mike McDonald, 12k
f. John Mater, 4d
g. Moon Cha, 5d

0-1 1a
4-4 3c 2a 3d 2f 2f 3d 2b
1-4 2f 3d 1b 4b 1e
1-2 3d 4b 4c
1-2 3b 4b 4c
0-3 2b 2d 2b
1-1 2b 2b
8-17

(3) NON-LOCALS

a. Barbara Calhoun, 4k
b. Gene Beasley, 15k
c. David Koo, 5k
d. Jim Payette, 5k
e. Tom Stockton, 6k

4-3 2c 4a 2a 1b 1a 2d 1b
0-2 5e 2e
3-1 5b 2c 1e
3-4 5c 5d 5b 5d 2a 5b 4b
1-2 4d 4c 4c
11-12

SHIBUMI
Book Review by Roy Laird

You will probably be pleased to learn, if you haven't already, that the game of Go figures prominently in a recent best-selling novel. Shibumi by Trevanian, author of The Eiger Sanction, was just released in paperback by Ballantine Books after 6 months on the New York Times bestseller list.

Shibumi weaves together elements of two popular genres - the international thriller and the semi-historical novel. In the tradition of Black Sunday, Shibumi sets forth a tangled web of intrigue: PLO terrorists plotting a sky-jacking, the CIA setting up a "spoiling raid" to "neutralize" a counter-strike, and so on. The spider in this web is the "Mother Company" - the intelligence arm of a multinational corporate monolith - which, for some reason, has every other intelligence organization in its pocket. But all this is merely stage dressing. The main focus of the book is the personality of its principal character, a superhuman superhero named Nicholai Hel, who feels compelled to respond to this annoying situation. Hel is, among other things, a retired executioner of terrorists, a master of a virulent form of martial combat, a spelunker, an expert gardener - and a dan level Go player.

In a lengthy opening section, Hel's background is set out in a sprawling panorama which invites comparison to Clavell's Shogun. (Clavell, inexplicably, fails to mention Go at all, though one of his major characters, Toranaga, is based on Tokugawa, a genuine historical figure who was instrumental in the founding of the first professional Go school.)

Hel is a child of Russian and German parents living in pre-WW II China. He becomes an orphan and is then adopted by a Japanese general who arranges for Nicholai's care by sending him to Japan to study Go with an 8-dan professional, also reportedly based on an historical figure.

Although the actual rules of play are not fully described, Go is portrayed in an enticing way, and figures as a recurring theme in the book. In planning his next strike, Nicholai "studies the lay of the stones on the board." After some dicey negotiations, he reflects that the situation has "bad aji." To distract himself while being tortured, he reviews a game in his head, stopping at one point to contemplate a move that "has the flavor of a tenuki." The four main sections of the book are even titled with Go terminology.

Trevanian may not be a high-level player; but he presents Go in a way that is accurate, particularly culturally and historically, and should leave many readers curious. Having more than once seen Go displayed in store windows with stones in the squares and in no meaningful pattern, I was delighted to encounter a knowledgeable presentation.

The discussion of Go is far from the only interesting aspect of Shibumi. Hel lives in the Basque region of Spain, and the Basque race is brought vividly to life in the character of Benot Le Cagot. Hel is also a spelunker. The descriptions of caving expeditions are exciting and have the feeling of veracity. Trevanian also endows his hero with an intriguing ability which Hel calls "proximity sense": a highly developed form of the sense that tells you when someone is staring at your back.

Shibumi may not join the ranks of great thrillers. Trevanian's intelligence moguls harp and snipe at each other like sorority girls (maybe he knows that they do!). The standard odes to the ripe rounded female figure are uninspired and repetitive. Certain premises, e.g. computers know everyone's business, severely test one's ability to suspend disbelief. The first 100 pages are slow going, but on the whole, this is an intelligent, well-crafted tale that holds one's interest and incidentally provides the most extensive and intriguing introduction to Go ever seen in Western fiction.

Go In TV Land
by Roy Laird

Last issue we reported on a number of interesting developments at the Eastern Championships, not the least of which was the appearance of a reporter and camera crew from WNBC-TV. That evening millions of New Yorkers were introduced to the game of Go as Anchor-woman Carol Jenkins introduced Jim Van Sickle's report.

Jenkins (on camera): If you're a New York sports fan, there was one event this weekend you may have missed: the Eastern US Championships of a Japanese game called Go. Newscenter 4's Jim Van Sickle took a look at the game this afternoon.

Van Sickle: You are looking at the beginning of a, well, a slaughter - me, for the first time ever, playing the exotic, Oriental game called Go. A lot of people were playing Go at the Lexington Hotel today where the 1980 US Championship was being decided.

Go - an ancient board game which looks simple and... well... my opponent, who just happened to be the only ranking professional in the whole United States, James Kerwin, says it IS simple.

Kerwin (on camera): After a little bit of experience and practice, you begin to enjoy yourself. You begin to understand what it's about, and from that point on that's all you need.

(Cut to shot of Van Sickle and Kerwin playing on a 13x13 board. Van Sickle is taking a nine-stone handicap. Kerwin has just made his third play - a knight's move against the corner on the opposite side of the board from his two previous plays.)

Van Sickle: That's not fair! That's... that's not cricket!

Van Sickle (voice over): At the beginning of our game, he spots me nine pieces. He should have given me half the board, actually. We used a beginner's board - the big boys use much larger sets.

Around the room, serious play aims toward a championship. (Camera pans room.) Kerwin, who earned the title "professional" playing in Japan, decided to make his living playing Go some years ago.

Kerwin: Go was what I enjoyed doing most, and I wanted to make my living at it.

Van Sickle (on camera): I have to admit I'm a game player, I always have been, and I've had a thrill with this. This is the first time I've ever played this, and I've seen what happens. It's a game of strategy. I was defending the center and bit by bit he pressed me in; he grabbed the corners and the outside. I wind up with this much territory and he has all that. He won the game. It's fascinating - you could go on just endlessly playing this game, finding more and more complications to it.

Go - it's a great game. Jim Van Sickle, Newscenter 4.

Jenkins: The Western Championships were held this weekend in California, and the Eastern and Western winners will meet later this year to pick a US Champion. But both will be entitled to attend the World Championships next year, in Japan.

TOURNAMENT UPDATE

The MASSACHUSETTS OPEN announced for April 19th has been RE-SCHEDULED TO APRIL 26th!!! For further information contact: Skip Ascheim (617) 491-2474 or Jerzy Novosielski (617) 776-8012.

The SAN FRANCISCO GO CLUB TOURNAMENT (April 11/12) will be held in the Community Room of the SUMITOMO BANK at the corner of POST and BUCHANAN in Japan Town. Follow signs for the rear entrance.

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See book review, page 28 of this issue

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RATINGS NOTICE

By Dave Relson, Ratings Coordinator

This year a new policy was instituted for the Eastern and Western Championships. They were designated "promotion" tournaments, with rank corrections being given to all players who had reasonable results. After correction, the players were rated by the normal methods. Players who did poorly were not especially penalized.

The criteria for rank correction were the rank at which the player entered the tournament and the number of games won. A kyū player was promoted to the bottom of his entered rank if he won three games. Four wins earned a promotion to the middle of the entered rank and five wins promoted to the bottom of the next higher rank. Two wins rated promotion to the middle of the rank below that entered.

The standards for dan level players were one win higher. For example, four wins were needed for a promotion to the bottom of the entered rank, five wins for the middle, etc.

Following is a list of rank corrections given in the Westerns. (A similar list for the Easterns was published last issue, 15:4.)

RANK CORRECTIONS

J Knox 3d	D Dows 2k	S Bloom 1k	F Cartier 2k
P Goodman 3d	M Willemsen 2k	P Pyun 1d	B Rutherford 2k
W Margulies 1k	H Womack 1k	B Ham 1k	S Duff 2k

Westerns Rating Results

T BAI +477	J GUEVARA +469	S MATSUHARA +625	H TANDA -275
E BEAN -113	B HAM -138	S MILLER -292	B TERRY +473
S BLOOM -144	D HARRIS -772	Y MORIOKA -772	E TOWNSEND -249
B BOGARTZ +245	E HAYASHIGAWA +260	C NAM +457	T TU +504
M BRAGO -563	J HOGAN -652	N PHIPPS +523	P VARDIA +442
M BULL +293	H HONDA -100	P PYUN +107	B WALGREN +511
F CARTIER -289	Y HORIE -361	L RABINOWITZ -548	M WARSHAUER +285
H CHEN +613	S HUH +618	V RATTANAVANH +351	M WATSON -1114
H DOUGHTY -328	D JURCA -805	B RUTHERFORD -169	A WHAN +522
D DOWS -257	H KIM +555	F SAKURAI +498	W WICK +349
S DUFF -283	J KNOX +361	B SEAL -881	M WILLEMSSEN -193
M DULIN +107	L LANPHEAR -220	M SHIBATA -209	H WOMACK -146
P GOODMAN +398	W MARGULIES -145	J SMITH +303	M YOOK +348

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The Club is located in a commercial establishment which is occasionally closed on holidays. Other holiday playing times are 1-8pm. For further information, contact Terry Benson, 60 W 68 St. #3C, NY, NY, (212) 724-9302.



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